Subject: Display Narration In-Game
Posted by Veyrdite on Fri, 03 Aug 2007 08:39:54 GMT
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I want to setup a single player (as in theres only one spawner etc) with narration. Whether it be displaying a texture or string i dont care.

JFW_Show_Info_texture? Dunno how to use it if it gets what i want.

Also the map is intended for unteamed players, so how can i make someone change their team to Unteamed when they enter a script zone?

Quote:edit:How can i make the player pause for a certain amount of time/like in the tutorial levels Worked out JFW_Delay_Custom

Subject: Re: Display Narration In-Game
Posted by Veyrdite on Sat, 04 Aug 2007 00:32:07 GMT
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bump
My modded railgun cant be selcted to use ingame/as if i didn't have a weapon but the railgun icon is on the weaponlist when i pick up the powerup.

```
File Attachments
1) railgun.jpg, downloaded 237 times
```

Edit object ✕

General | Settings | Dependencies

Style [Shoulder ▼]

Model
[always\weapons\rail_gun\w_rail.w3d 📁]

IdleAnim
[📁]

FireAnim
[📁]

BackModel
[always\weapons\rail_gun\w_rail_b.w3d 📁]

SwitchTime [2.000]

ReloadTime [2.850]

KeyNumber [7.500]

☐ CanSnipe

☑ CanReceiveGenericCnCAmmo

[OK] [Cancel] [OK & Propagate...]

Edit object

General | Settings | Dependencies

Rating [0.100]

EjectPhysDefID [Edit Phyiscs Object...]

MuzzleFlashPhysDefID [Edit Phyiscs Object...]

FirstPersonModel
[always\weapons\rail_gun\f_gm_rail.w3d]

FirstPersonOffset
X: [0.230] Y: [-0.090] Z: [-0.100]

RecoilImpulse [0.000]

HUDIconTextureName
[always\hud\weapon\hud_6x4_weapon_19.tga]

ReloadSoundDefID [SFX.Railgun_Reload]

EmptySoundDefID [Pistol_Empty_Click]

PrimaryAmmoDefID [Ammo_Railgun2_Primary_Player]

[OK] [Cancel]

Edit object ✕

General | Settings | Dependencies

SecondaryAmmoDefID [Ammo_Railgun2_Secondary_Player 🔧]

ClipSize [1]

MaxInventoryRounds [45]

RecoilTime [0.000] seconds

RecoilScale [0.000]

☑ AGiveWeaponsWeapon

IconNameID
[IDS_Enc_Weap_Civ_RailGun_Name 📄]

IconTextureName
[always\hud\weapon\hud_sg_lr_rg.tga 📁]

IconTextureUV
X1: [0.000] Y1: [90.000] X2: [128.00] Y2: [128.00]

IconOffset
X: [-26.000] Y: [50.000]

[OK] [Cancel] [OK & Propagate...]

Edit object

General | Settings | Dependencies

HumanFiringAnimation
[ ]

[OK] [Cancel]

Subject: Re: Display Narration In-Game
Posted by Veyrdite on Sat, 04 Aug 2007 04:17:44 GMT
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Whats the w3d for objects\nod_radar\v_nod_radar.w3d (directory from L.E.). I cant find it in always.dat, always2.dat or always.dbs.

Subject: Re: Display Narration In-Game
Posted by Sn1per74* on Sat, 04 Aug 2007 04:19:49 GMT
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dthdealer wrote on Fri, 03 August 2007 23:17Whats the w3d for objects\nod_radar\v_nod_radar.w3d (directory from L.E.). I cant find it in always.dat, always2.dat or always.dbs.
v_nod_radar.w3d is it.

Subject: Re: Display Narration In-Game
Posted by Veyrdite on Sat, 04 Aug 2007 04:29:35 GMT
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Quote:I cant find it in always.dat, always2.dat or always.dbs.
I know, but it isn't there.

Subject: Re: Display Narration In-Game
Posted by Oblivion165 on Sat, 04 Aug 2007 04:34:43 GMT
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Check the M**.mix's

Subject: Re: Display Narration In-Game
Posted by Veyrdite on Sat, 04 Aug 2007 05:00:43 GMT
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not in those by the looks of it. tried M04-M11

Subject: Re: Display Narration In-Game
Posted by Veyrdite on Sun, 05 Aug 2007 01:08:07 GMT
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OH STUIPID FLIPPIN BLOODY PROGRAM. IT CRASHES WHEN SAVING AND GIVES ME A BLANK FILE WHEN I REOPEN IT.

Someone please shoot WestWood. That map took ages.

Subject: Re: Display Narration In-Game
Posted by Oblivion165 on Sun, 05 Aug 2007 01:16:00 GMT
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dthdealer wrote on Sat, 04 August 2007 01:00not in those by the looks of it. tried M04-M11

Apparently not because its in M07.mix

Subject: Re: Display Narration In-Game
Posted by Veyrdite on Sun, 05 Aug 2007 02:48:21 GMT
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woops. Too late now anyways, the maps gone. ( )